

**ABSTRACT OF THE DISCLOSURE**

A network game is continued in simulated fashion when a fault occurs in a communication circuit. A CPU 261 of a control section of an arcade's server device is provided with: an abnormality monitoring section 261b that detects a disconnected circuit that is incapable of communication in the communication circuits whose communication is necessary for progress of the game, a simulated signal generating section 261d that generates simulated operation signals that simulate the necessary operation signals required for progress of the game for each client terminal device that is connected through the disconnected circuit, and a simulated signal provision section 261e that provides the simulated signals that are thus generated to the other client terminal devices, respectively.